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Getting Started

Hi,

Thank you for purchasing Open World Nature. After importing the package, you can find all 3D models in the folder '**Assets/Open World Nature/Grasslands**'.

The models are created as prefabs and are separated by category in subfolders. They are ready to use, and you can simply drag a prefab into the scene to use it.

If you want to use or modify source assets such as Materials, Textures, Shaders, or others then you can find these in the folder '**Assets/Open World Nature/Grasslands/(Source Assets)**'.

You can find a scene with an overview of all assets in the folder '**Assets/Open World Nature/Grasslands Demo/Asset Overview**'.

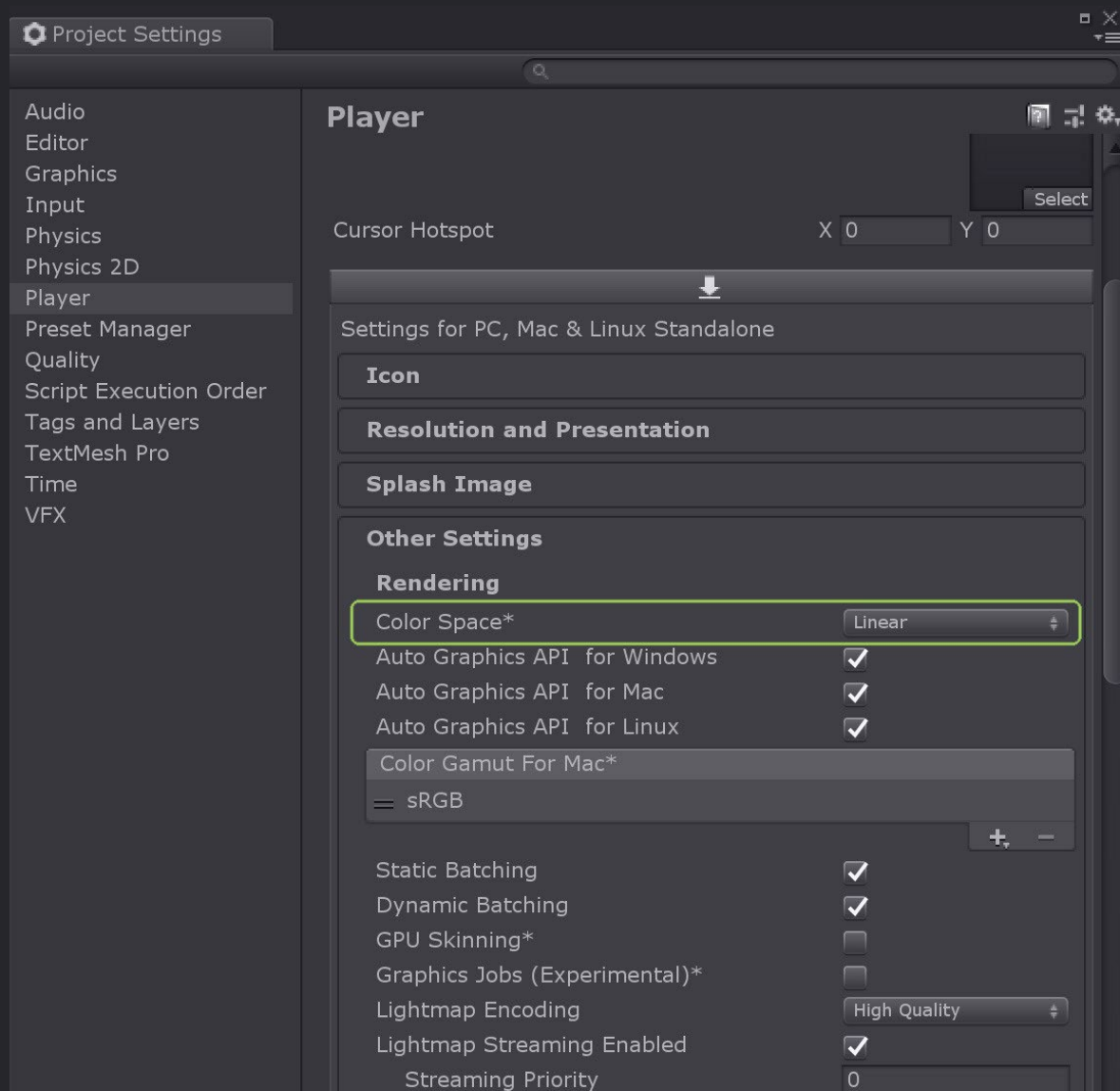
Continue to the next page for a step-by-step process on how to set up your project.

Setting up your project

Color Space

The models are made for usage with a Linear Color space. You can change the Color Space for your project in **'Edit/Project Settings/Player'** under **'Other Settings'**.

If you leave the color space on Gamma (which is the default setting for a new project) then your colors will be washed out and too bright.

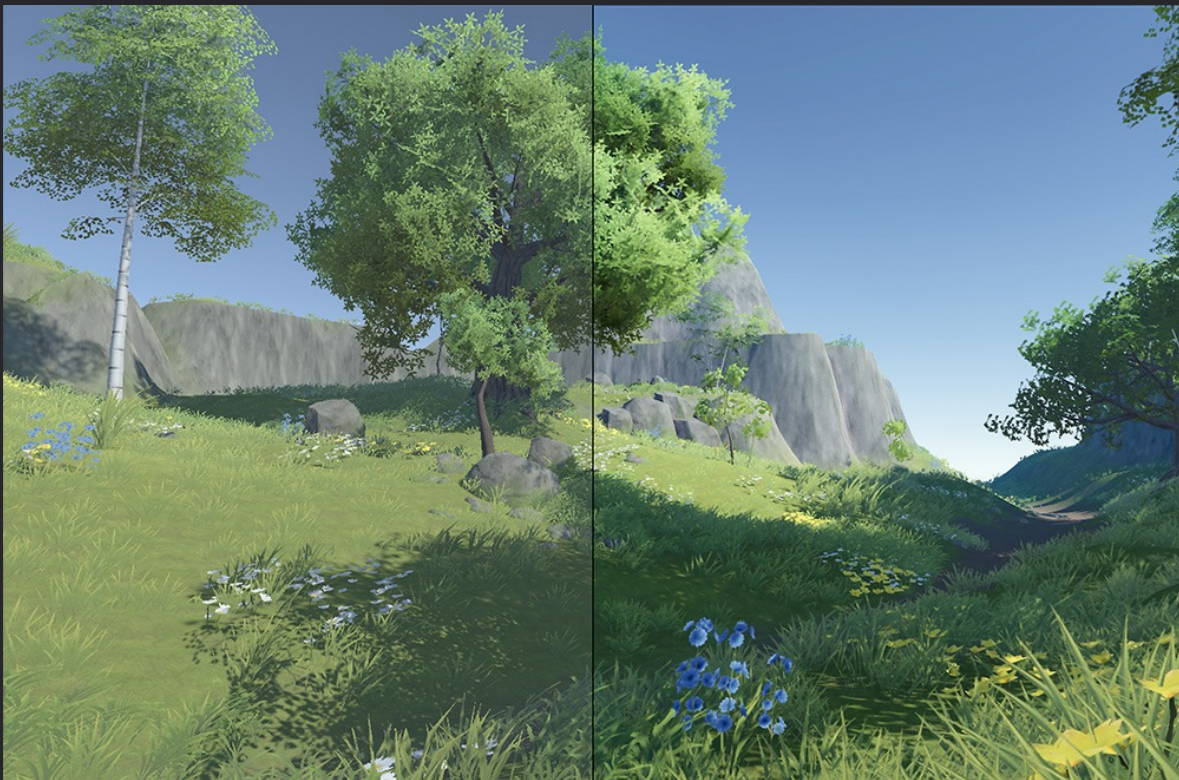


Post-Processing

It is recommended to use Unity's Post-Processing Stack in order to get the best colors and lighting. Without it, the colors in your game will most likely look washed out and do not use the full color range.

A Post-Processing Profile is included to use with Unity's Post-Processing Stack. You can find it in the folder '**Assets/Open World Nature/Common/PostProcessing Profiles**'

For a step-by-step guide on how to import and setup Post-Processing, [click here](#).



Left: No post-processing. Right: Unity's Post-Processing Stack

Wind

By default, a 'Calm' wind preset will be applied to all models in the scene. To change the wind settings, you can add a 'Global Wind' component to a Game Object in your scene. You can then tweak the wind settings in this component or load a preset to apply it to the objects in the scene.

Select a Wind Zone from Unity in the 'Source Wind Zone' property to copy its settings.



Support

And that's it. You should now have everything you need to build worlds for your game. If you need any help, or have any questions then you can find your answer in the Knowledge Base at <https://support.visualdesigncafe.com/hc> or you can reach me directly at support@visualdesigncafe.com.

You can find this window, links to the support website, and others in the menu under **'Help/Open World Nature'**.

Best Regards,

Max

F.A.Q.

Q: Why are the models pink?

A: This happens when the shaders for the materials cannot be loaded or do not work.

If you are using the High-Definition (HDRP) or Lightweight (LWRP) rendering pipeline, then this will happen because these render pipelines are not supported by our custom wind shader. If this happens, then you can choose a standard shader without wind to fix the problem.

If you are not using HDRP or LWRP and you are having this problem, then please contact support and we'll help you out.

Q: Why are the models so bright?

A: This is most likely because the project is using 'Gamma' color space. Change the color space to 'Linear' to fix this. See the 'Color Space' section above on how to do this.

Q: Why do the colors look washed out?

A: To make use of the full color range it is recommended to use Unity's Post-Processing Stack. See the 'Post-Processing' section above for how to do this.